

# Old Saybrook Little League 2009

## Rules for Players, Managers, Coaches, and Parents/Guardians

The following are taken from official Little League rules, OR apply in addition to those rules.

[Approved 6-09 by OSLL Board]

### Safety & Health

All teams MUST have a complete first-aid kit at every practice and game. Notify the OSLL president IMMEDIATELY if your kit is missing or incomplete.

Managers should have with them the medical release forms, home phone number and an emergency phone number for all players at every practice and game.

Managers should notify the safety officer immediately of any injuries occurring in practices or games.

Players not in the game are required to sit on the bench while their team is at bat or in the field, and cannot have bats while on the bench.

No on-deck batter is permitted at any time, except upper levels of play as permitted by Little League Inc.

Batboys or batgirls are not permitted at any time.

All boys must wear an athletic supporter. Boys who play catcher are required to wear a protective cup. Others are urged to do so.

Players are not permitted to wear any watches, rings or jewelry at any practices or games.

Teams are strongly encouraged to bring ice to practices and games in the event of injury.

Players are encouraged to bring water bottles to practices and games. On hot days, extra water and ice should be available for players.

### Behavior and Field Decorum

Foul or abusive language, physical abuse, or arguments are not tolerated from players, managers, coaches, or spectators at any time. Ejection by the umpire will be automatic for any physical abuse or foul language.

For unsportsmanlike conduct or verbal abuse the umpire may issue a warning. A second violation will result in ejection from the game.

Anyone ejected by an umpire must leave the premises, and is suspended from the next game. Failure to leave the premises promptly may result in game forfeit.

Anyone ejected from two games will be required to attend a meeting of the Board of Directors for further review.

Each team is permitted no more than one manager and two adult coaches in the bench area during games.

Alcoholic beverages are not permitted at any Little League functions at any time.

Use of tobacco is not permitted in fair or foul territory or in the bench area.

Managers and coaches must apply each year. Applicants are selected and appointed by the President, with the

approval of the Board. Managers and coaches are expected to act responsibly.

Managers and coaches are expected to display good sportsmanship, fairness, and positive encouragement to their own players and the opposing team.

Players, managers, coaches, and spectators are expected to show respect for the judgment and authority of the umpire.

Managers and coaches are not permitted in fair territory during a game, except in the case of an injury or specifically addressed in the rule book. If the umpire has called time and given permission for a conference or pitching change, one manager or coach may go to the pitching mound to confer with or change a pitcher. Conferences with a pitcher may take place at the mound. Only the catcher may join in a coach/manager conference with the pitcher.

### Practices

Practices are mandatory. Players are expected to arrive on time. If a player cannot make practice or has a problem getting to practice, call the manager or a coach in advance.

Players failing to attend at least 75% of preseason practices or who miss multiple practices without prior arrangements with the manager are subject to suspension at the discretion of the OSLL Board.

### Games

Plan to arrive at games at least 30 minutes before the scheduled start time to warm up, stretch, etc.

Notify your manager well in advance if you cannot be at a game, or if you may have trouble getting to a game.

### Batting Order

#### Continuous Batting

Major League and Minor League will use a continuous batting order.

#### 5 Run Rule (Minor League ONLY)

In the minor leagues, all players at the game should be used in the batting order, whether or not they are playing defense in an inning. The batting order may not be changed, except for a player who must leave the game.

However, to avoid long innings, no more than 5 Runs may scored in any half inning up to and including the 5<sup>th</sup> inning (minors only). The 6<sup>th</sup> or later innings do not have a 5 run rule.

## **10-Run Rule**

If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede victory to the opponent. NOTE: If the visiting team has a lead of ten (10) runs or more, the home team must bat in its half of the inning.

Play may continue as practice if it is agreed by both managers that by doing so it benefits the players. The official game score is the score at which time the 10-rule was put into effect.

## **Pitching (Baseball)**

Any player may pitch, except a 12 year old may not pitch in the Minors League, and there is no limit to the number of pitchers a team may use in a game.

Each year the Board of Directors will elect option one or option two of Baseball pitching regulations. A player may pitch until that player reaches the limit for his/her age group as defined in Section VI of the Official Regulations. Rest requirements in "calendar days of rest" are determined based on the number of pitches thrown in a day.

Each team shall track pitch counts for all pitchers used in a game. A third individual may be designated by the managers to count pitches to be used as the official pitch count. Pitch counts are to be reconciled between innings. Reconciliation of pitch counts shall not delay the start of play.

In the event of a dispute, the president or his designee will review both books. If the dispute cannot be settled immediately the president may call a meeting of the Board of Directors for further review. The managers shall forward their pitch counts to their division coordinators within the next day.

The OSLB Board and the umpires will monitor pitching rules. Violations will result in a review by the Board of Directors.

## **Pitching (Softball)**

Any player on the team roster may pitch. Exception: A player who has obtained a league age of twelve (12) is not eligible to pitch in the minor league.

**(Majors):** If a player pitches in more than one (1) inning, then one calendar day of rest is mandatory. A player may pitch a maximum of nine (9) innings in a game. If doubleheaders are played the limitation of nine (9) innings in a calendar day would apply to the pitcher. A player may pitch in a maximum of 18 innings in a calendar week, (Sun through Sat).

**Minors:** If a player pitches in more than one inning, one calendar day of rest is mandatory. A player may pitch in a maximum of six (6) innings in a game. A player may pitch a

maximum of six (6) innings in a calendar week, (Sun through Sat).

## **Bunting**

Bunting is permitted at ALL levels of play.

## **Pinch Runner**

A pinch runner may be used for the catcher when there are two (2) outs. Only the player who made the last out may be used as the pinch runner.

## **Stealing Majors**

Stealing is permitted in major league play.

## **Stealing Minors**

Stealing is permitted in minor league play. A runner may steal on or after the third pitch per batter. A maximum of one (1) successful stolen home plate will be permitted in an inning. Any run scored other than a batted ball will be considered a steal home. A runner who leaves third base and attempts to steal home after the offensive team has already completed a successful steal home, is vulnerable to be put out by the defensive team.

## **Infield Fly Rule (Major League ONLY)**

For major league only, the infield fly rule will be used. An infield fly is a fair fly ball (not a line drive or an attempted bunt) that can be caught by an infielder (including pitcher or catcher) with ordinary effort. The rule applies when there is less than two outs AND with runners on first and second base or bases loaded. The umpire will call "Infield Fly" or "Infield Fly if fair" (if ball is near either foul line). If the ball stays fair, the batter is automatically out. Runners may advance at their own risk, or tag up and advance after the ball is touched or caught by a fielder, as on any fly ball.

## **Sliding**

Headfirst sliding is not permitted (automatic out). However, a player may dive back to a base when returning to it, as in a rundown or pick-off play.

## **Collision with Catcher or Fielder; Blocking Plate**

A runner is automatically out for colliding with a catcher or fielder who is awaiting a throw or for running into a catcher or fielder when there is a play at the plate or any base.

A catcher is permitted to block the plate ONLY if in possession of the ball. Runner must slide OR attempt to avoid colliding with the catcher.

Interpretation of this call is at the discretion of the umpire. Basically, runners should slide or avoid the catcher,

and catchers should allow runners to reach home plate if they do not have the ball.

### **Reporting Scores**

The winning manager will post the scores to the league web site.

### **Base coaches**

Major and Minor leagues may use two adult base coaches.

### **Equipment**

Managers will clean and return all league equipment to the equipment manager immediately after the end of the season.

### **Bases**

The home team manager is responsible for the removal and return of the bases and umpire equipment in the green lock boxes. All base plugs are to be reinstalled. Only managers and coaches have access to the Green Boxes.

### **Rainouts or Rain Delays**

In the event of rain, announcement on cancellation or delay will E-Mailed between 4:45 and 5:15 p.m. (weekdays), or Saturdays one hour before game time. If you are not sure or do not hear an announcement, assume that the game WILL be played as scheduled.

### **Curfew and Games Called for Darkness**

Minor League- No new inning may begin after the game is 2 hours old with a game scheduled after it

At the umpire's discretion a game may be called at any time on account of darkness. In such a case, the final score of the game is the score at the completion of the last full inning.

Any game ended on account of curfew or darkness will not be made up, and may end in a tie unless it affects standings. In the event a tie game affects season standings, the game will be scheduled and resumed to determine standings.

### **General**

Please make sure that all gloves, jackets, water bottles, and other personal belongings are plainly marked with the player's name.

Players should bring a sweatshirt and/or jacket to all practices and games.

Please clean up the bench and field area after the game. Do not leave bottles, cans, candy wrappers, etc., on the ground or bench, or stuck in or under fences.

### **Little League Rules**

In the event any local rules conflict with "Little League Baseball" unless the local rules are more restrictive, then the "Little League Baseball" rule book will be the deciding factor.